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VIC - 20

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COMPUTER CLASSICS

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The Computer & Software Division of: L&S Educational Supplies.

TO LOAD & USE YOUR VIC CASSETTE TAPE

1. Make sure your computer, tape cassette recorder and
    TV display are connected properly and powered on.
    The last message displayed by the VIC should be the
    word READY.

2. Place the tape cassette in the recorder with the label
    side up. (Programs are always recorded twice on one
    side of the tape).

3. To move to the beginning of the tape, press the REWIND
    switch on the tape recorder. When rewinding stops,
    press the recorder's STOP switch.

4. On the VIC's keyboard, type in LOAD and press the
    RETURN key.
    Note: If you have different programs on the same cassette,
    type LOAD "name of program" then press the RETURN key.

5. Your screen will display PRESS PLAY ON TAPE. After you
    press the recorder's PLAY switch, the words OK and
    SEARCHING are displayed.

6. When VIC finds the program, it displays the word FOUND,
    followed by the name of the program, then tells you it's
    LOADING.

7. When you see READY, press the STOP switch on the tape
    recorder, and on the VIC, type in RUN and press the
    RETURN key.

8. See the specific instructions for your program on how to
    proceed further.

IF YOU TAPE DOES NOT LOAD, FIRST REPEAT STEPS 4 THRU 7 ABOVE.
IF THE PROGRAM STILL FAILS TO LOAD, TURN POWER OFF, THEN
POWER ON AND REPEAT STEPS 3 THRU 7.
IF PROBLEMS STILL PERSIST REFER TO YOUR MANUAL AND/OR YOUR
DEALER.

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LONG DIVISION TUTOR

OPERATING INSTRUCTIONS

1. System Requirements 6K RAM

2. Start Up

    Simply type "RUN", press the "RETURN" key and then
    press any other key.

3. Program Options

    (a) Auto Level (Y/N)?

         If you type "Y" in response to this prompt the
         program adds 1 point for each correct answer and
         subtracts 1 point for each incorrect answer.
         When a score of 5 is reached at any level the
         program will automatically increase the level of
         difficulty by 1 step.

         If the score goes below zero then the program will
         decrease the level of difficulty by one step and
         set the score at 3. To get back to the higher
         level, at least 2 questions must be answered
         correctly.

    (b) Help Window (Y/N)?

         If you type "Y" in response to this prompt, "PRESS
         H FOR HELP" will be displayed at the top of the
         screen while the exercise is being done. If the
         "H" key is pressed while this prompt is on the
         screen, a window containing information about the
         current arithmetic operation will be displayed to
         the left of the working area. To return to the
         exercise press any key.

4. Student Operation

    The program is intended for student operation from
    this point. The following prompt will appear on the
    screen :

    TYPE YOUR NAME AND PRESS THE RETURN KEY

    The student should type in his/her name followed by the
    "RETURN" key.

5. Level of Difficulty

The screen will now contain the following display -

THERE ARE 4 LEVELS

    1. NOVICE
    2. AMATEUR
    3. PROFESSIONAL
    4. CHAMPION

HOW DO YOU RATE ON LONG DIVISION
FRED?

The student may respond with either "1", "2", "3" or
"4". Level 1 gives a 1 digit multiplier and a 2 digit
multiplicand, while level 2 gives a 2 digit multiplier
and a 3 digit multiplicand, and so on.

5. Doing the Exercise

The process of long division consists of 4 stages

(i) division estimation

(ii) Multiplication

(iii) subtraction for remainder, and

(iv) bringing down the next digit.

The student needs only to press a numeric key to enter
a number when the flashing cursor (?) appears, but
RETURN is required to indicate the conclusion of
stages (ii) and (iii). At each stage the numbers
involved in the operation are highlighted and an appro-
priate prompt is given.

(a) Erasing Errors

    If the student makes a mistake and wishes to go
    back and correct it, the use of one of the "I",
    "J", "K" or "M" keys will cause the cursor to
    proceed through the process in reverse. Which
    of the above keys to use depends on the direction
    in which the cursor is to go. The program will
    respond only to keys which specify legal movements
    of the cursor at any particular stage of the process.
    The directions are as follows :

            I

      J   K

         M

    After the correction has been made the student
    should simply proceed with the exercise from that

(b) Correction

    When the student has completed the exercise the
    prompt "PRESS C FOR CORRECTION" will appear at
    the top of the screen.

    When the "C" key is pressed the program will
    check through the whole process just completed
    by the student. If it comes across any mistakes
    it will stop and the error will flash while the
    correct value will be displayed in a window on the
    left of the screen. Simply press any key to
    continue the process.

(c) Starting another exercise

    After the exercise has been corrected the prompt
    "ANOTHER ONE FRED?" will be displayed at the top
    of the screen. For another exercise press the
    "Y" key. To finish press the "N" key.

7. Ending the program

If "N" is pressed after the exercise has been corrected
the student's score and level will be displayed. After
a while the screen will change to the final page

                  PRESS
SPACE   FOR NEXT STUDENT

SHIFT Q   TO END

If the "SPACE" bar is pressed the program returns to the
introductory prompt (see Section 3) ready for the next
student to begin.

If the "SHIFT" key is held down while the "Q" key is
pressed then the screen will clear and the program will
end.

8. Crash and recovery

The most common cause of a program crash will be
accidental depression of the RUN key. If this occurs
                  STOP
simply press the RUN key and the RESTORE key
                  STOP
simultaneously and then follow the start up procedure
in Section 2.